

TRIANGLE

Vertex1 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
Vertex2 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
Vertex3 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
-
Vertex2 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
Vertex3 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
Vertex4 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
-
Vertex3 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
Vertex4 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
Vertex5 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
-
Vertex1 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
Vertex3 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
Vertex5 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.

et. seq.

FIG. 4

Vertex1 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
Vertex2 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
Vertex3 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
-
reuse Vertex2
reuse Vertex3
Vertex4 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
-
reuse Vertex3
reuse Vertex4
Vertex5 X, Y, Z, R, G, B, Nx, Ny, Nz, etc.
-
reuse Vertex1
reuse Vertex3
reuse Vertex5

FIG. 5

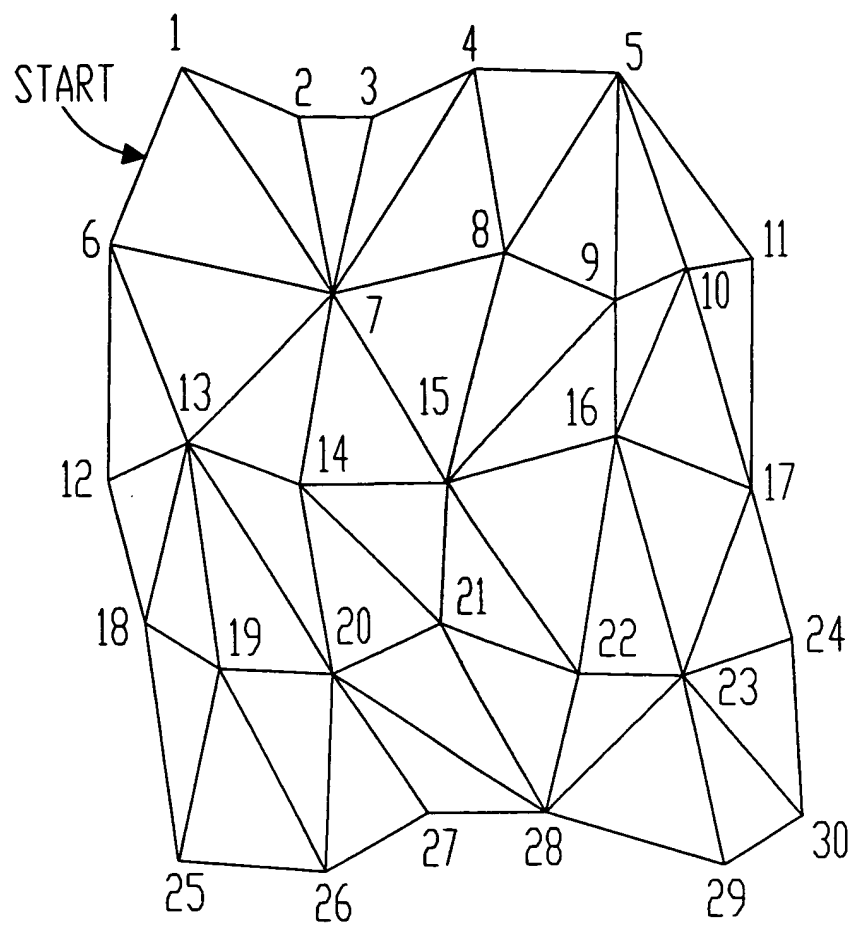


FIG. 6

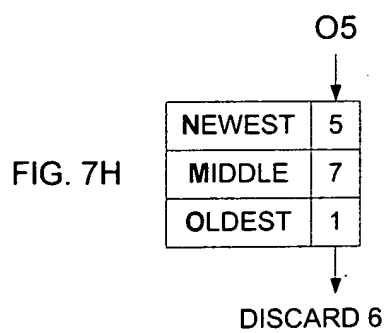
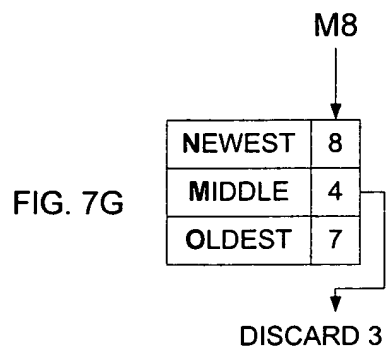
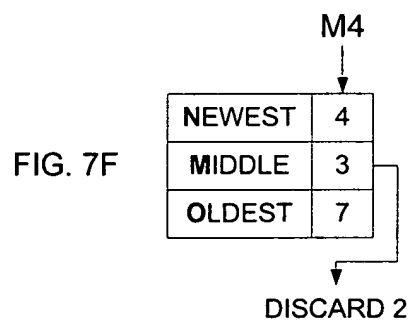
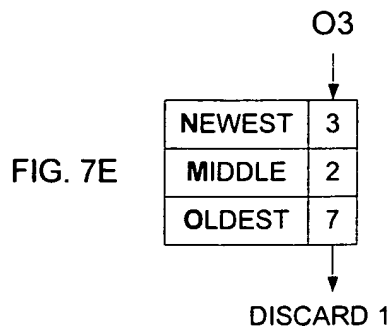
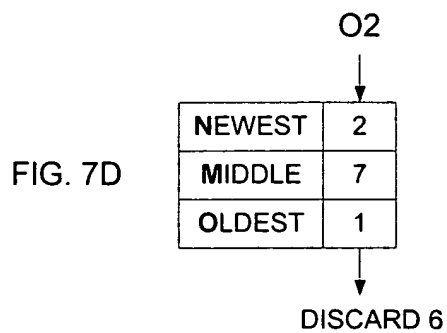
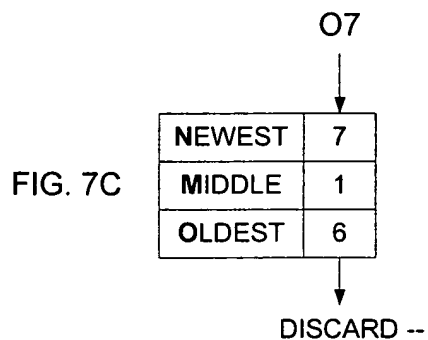
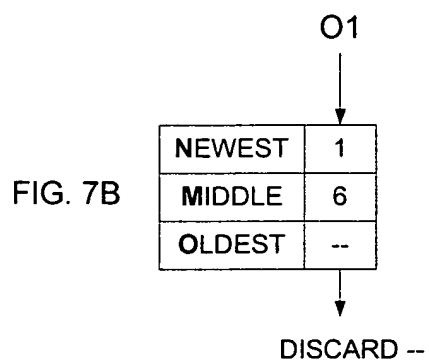
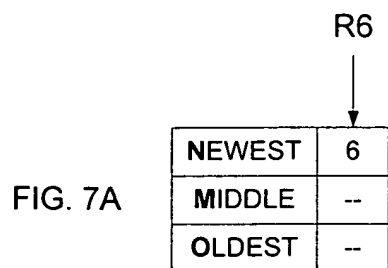


FIG. 8A

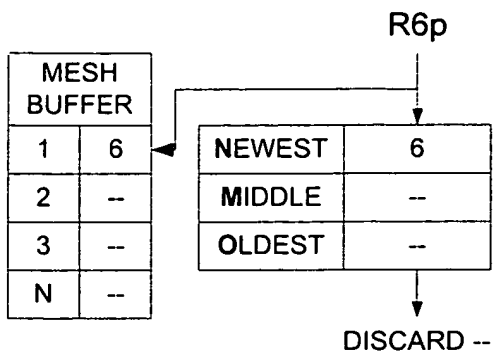


FIG. 8E

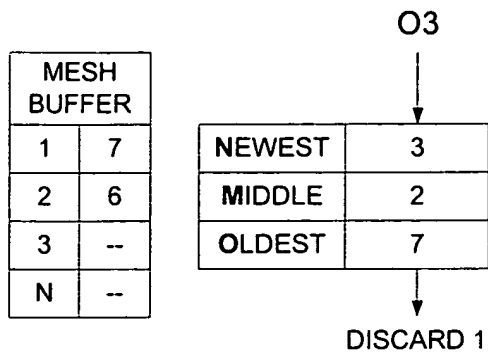


FIG. 8B

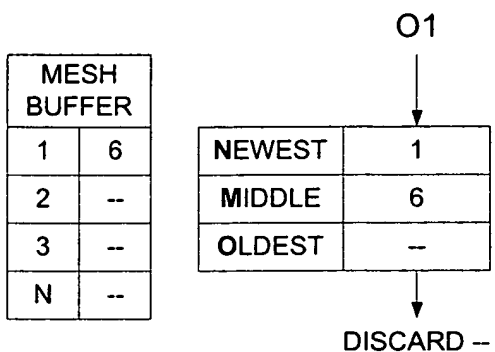


FIG. 8F

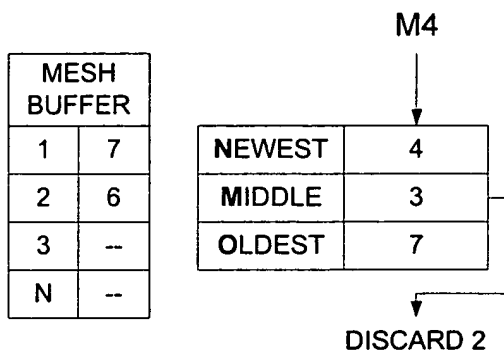


FIG. 8C

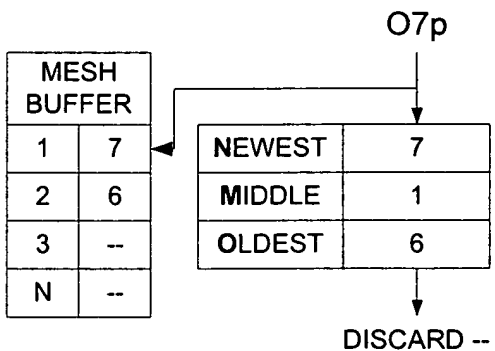


FIG. 8G

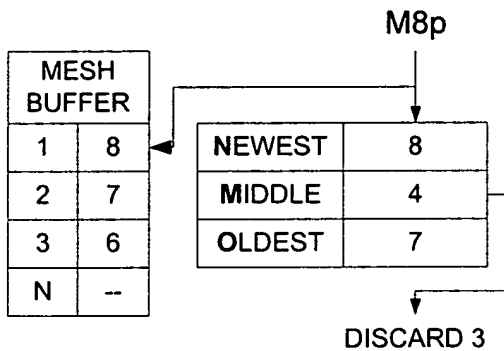


FIG. 8D

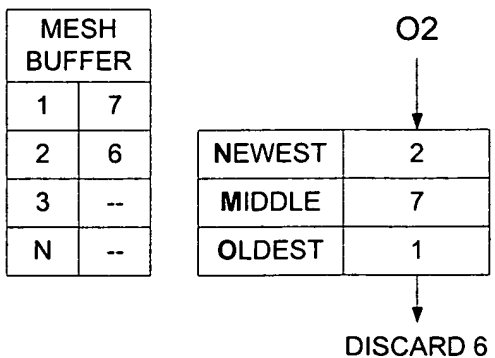


FIG. 8H

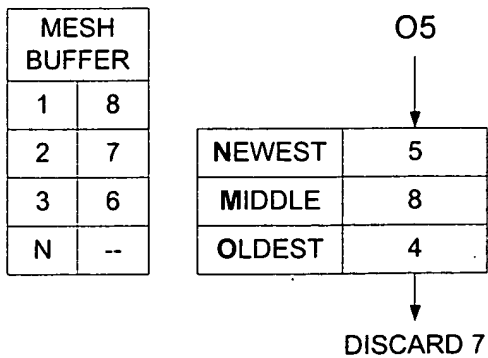


FIG. 8I

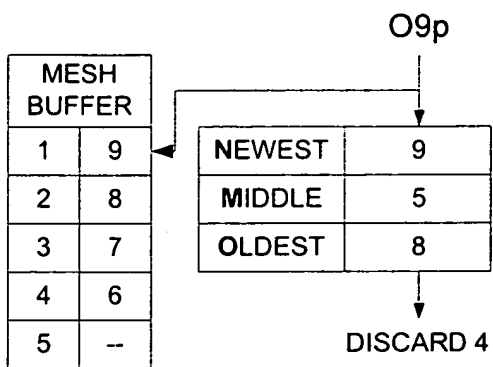


FIG. 8M

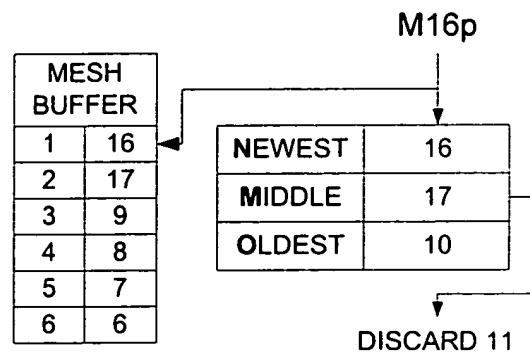


FIG. 8J

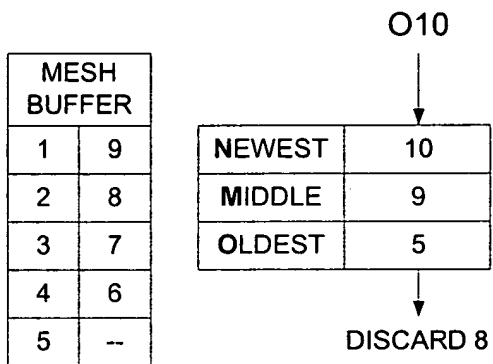


FIG. 8N

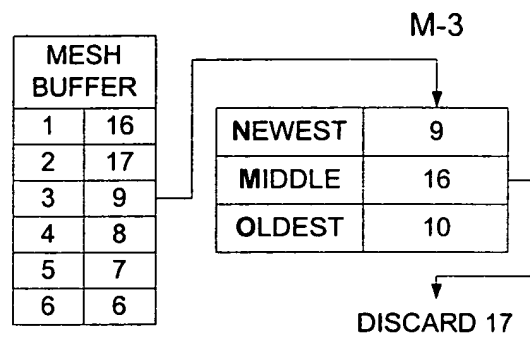


FIG. 8K

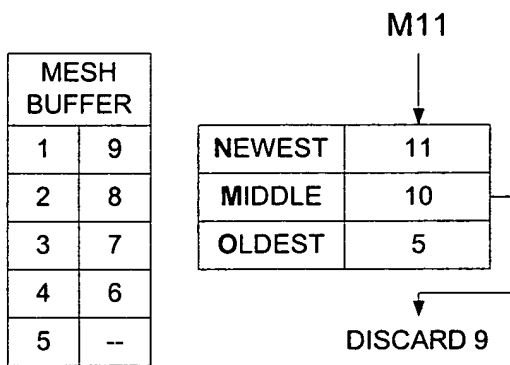
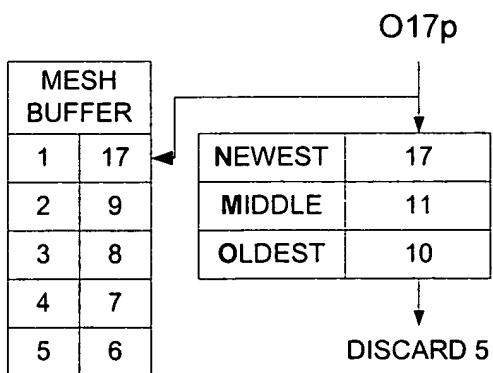


FIG. 8L



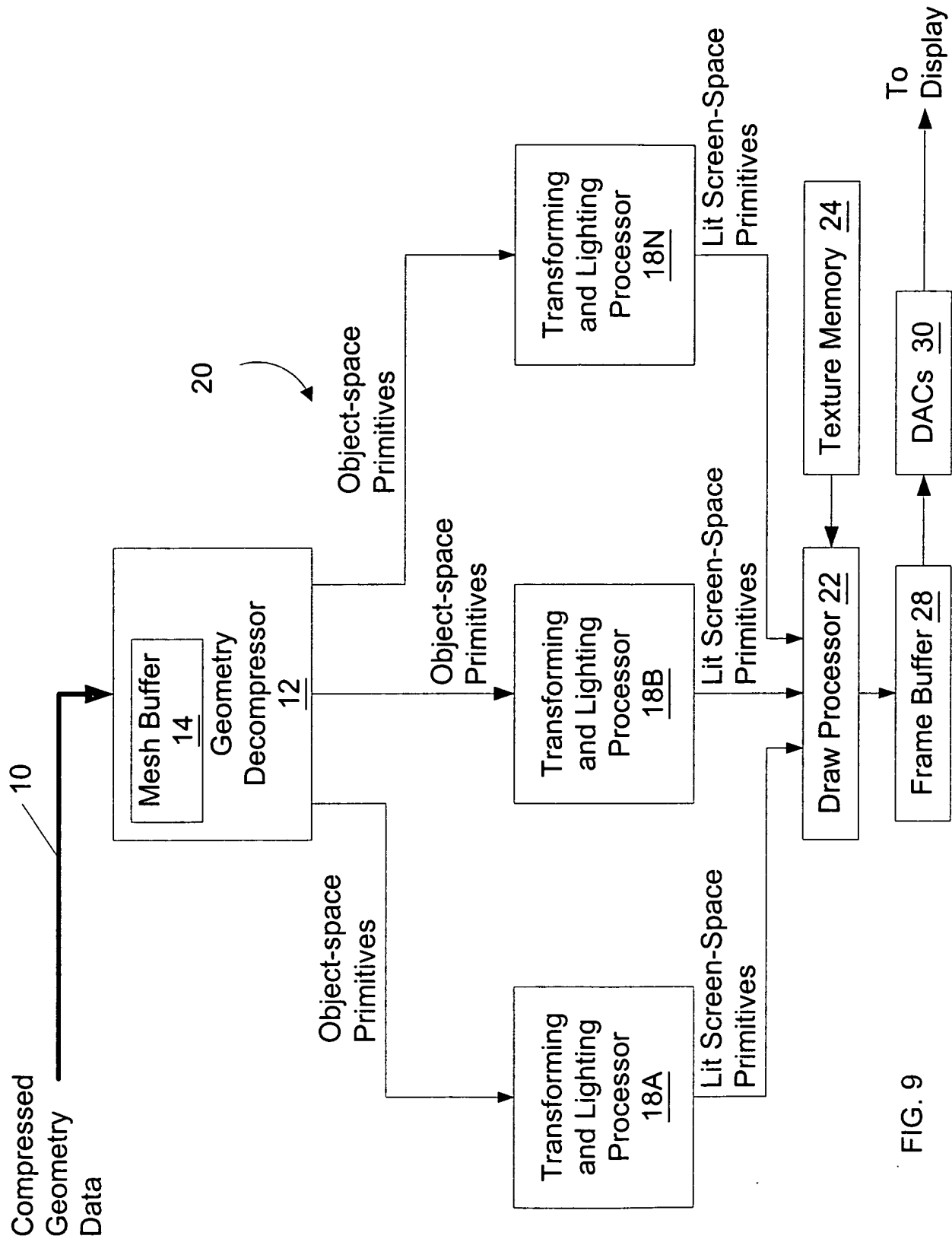


FIG. 9

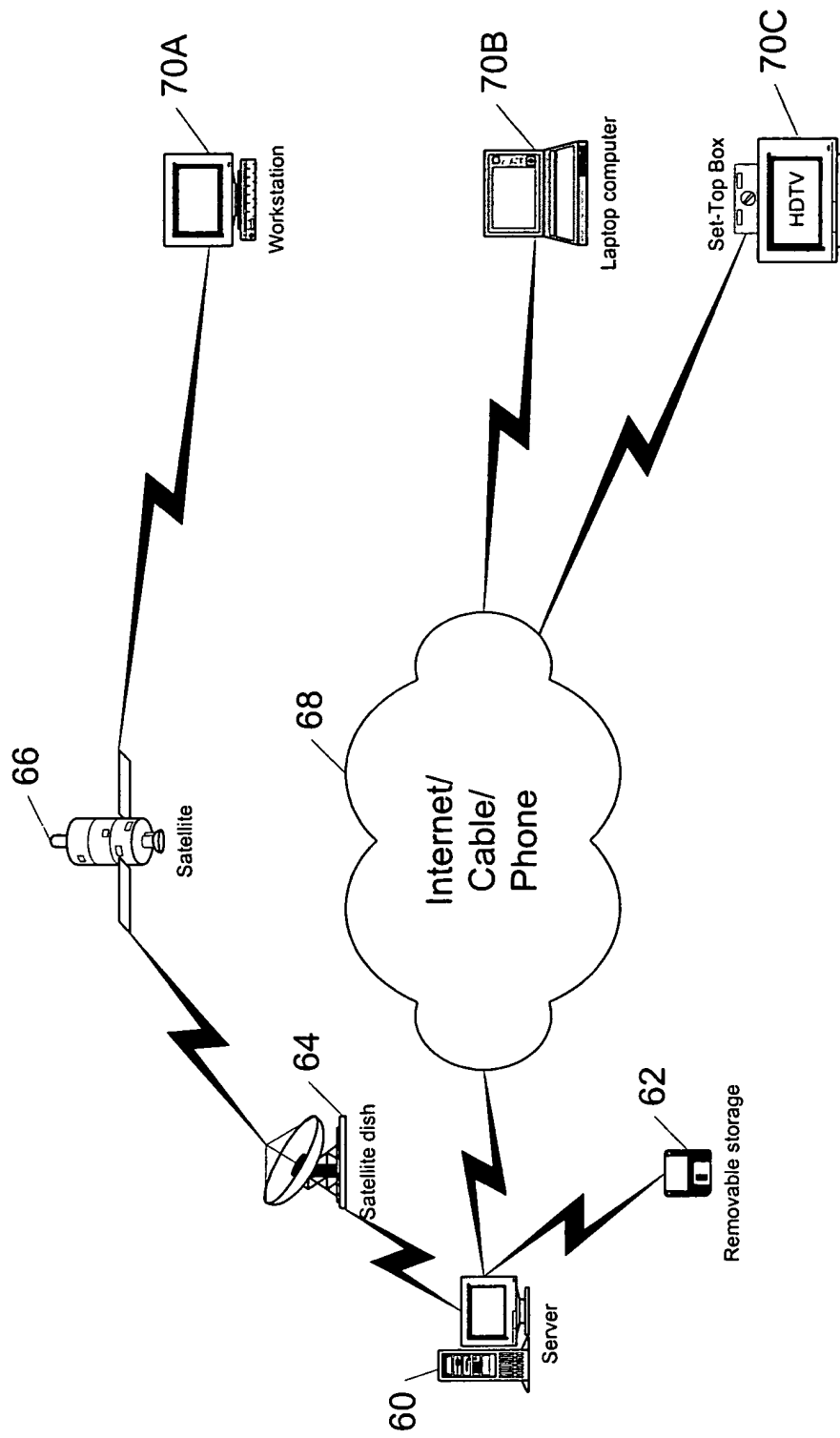


FIG. 10

Computer system

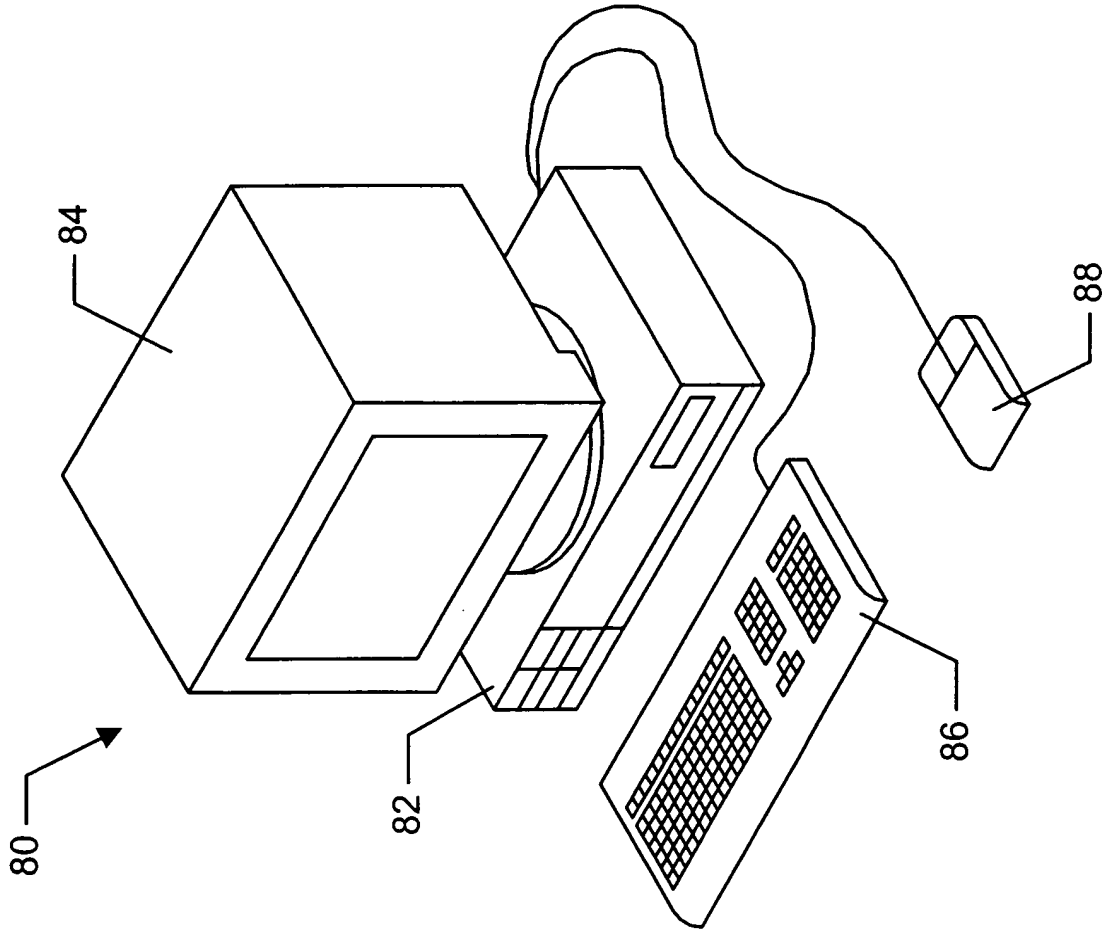


FIG. 11

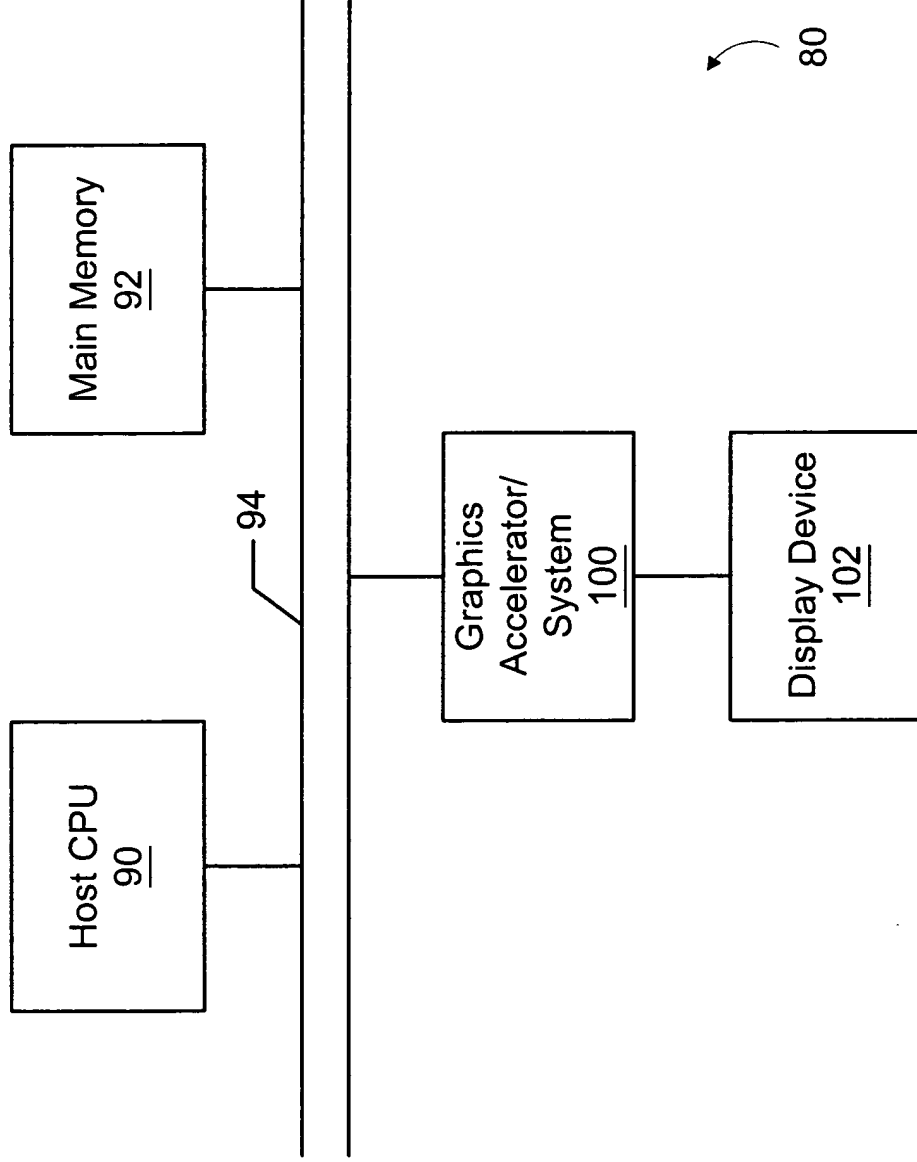


FIG. 12

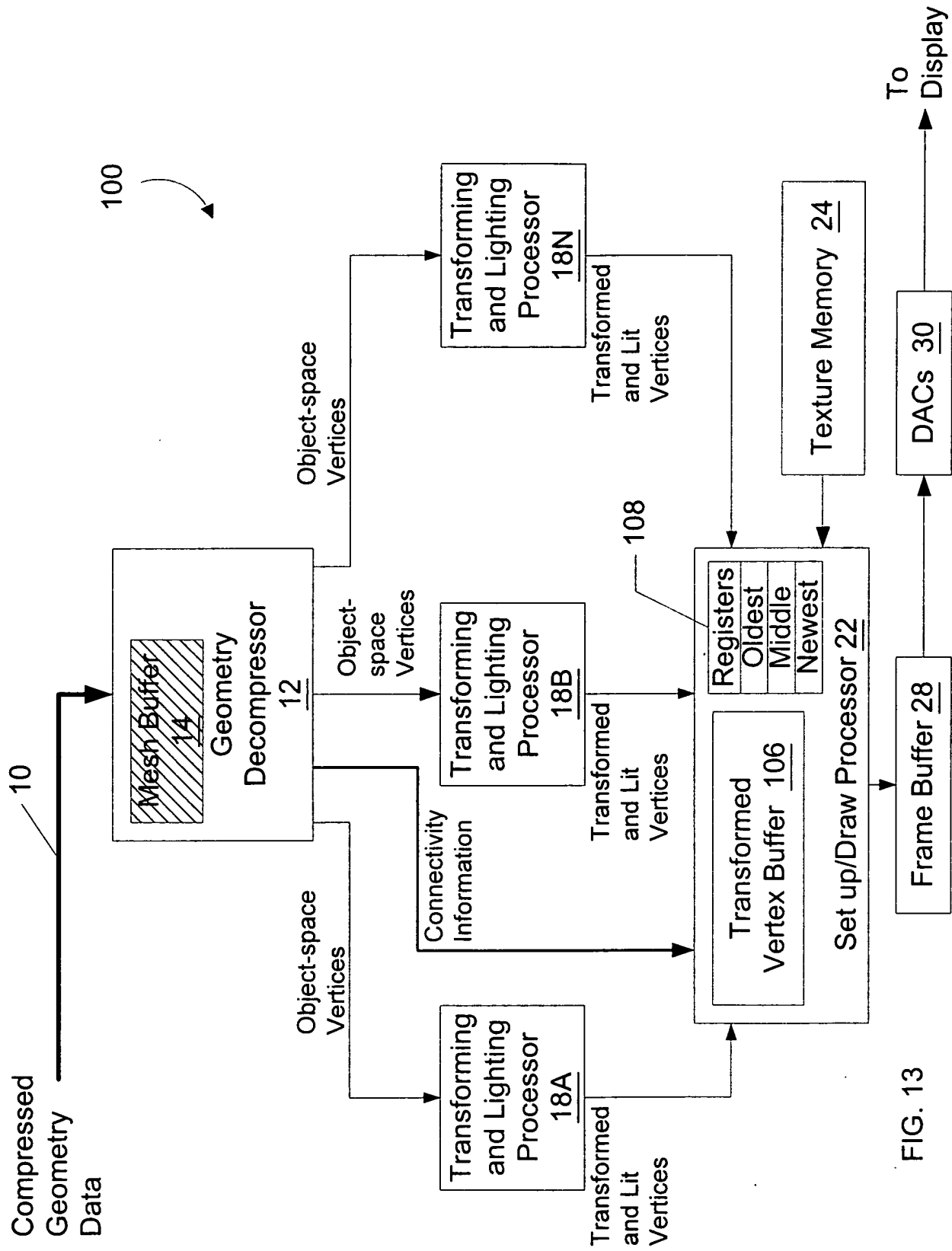


FIG. 13

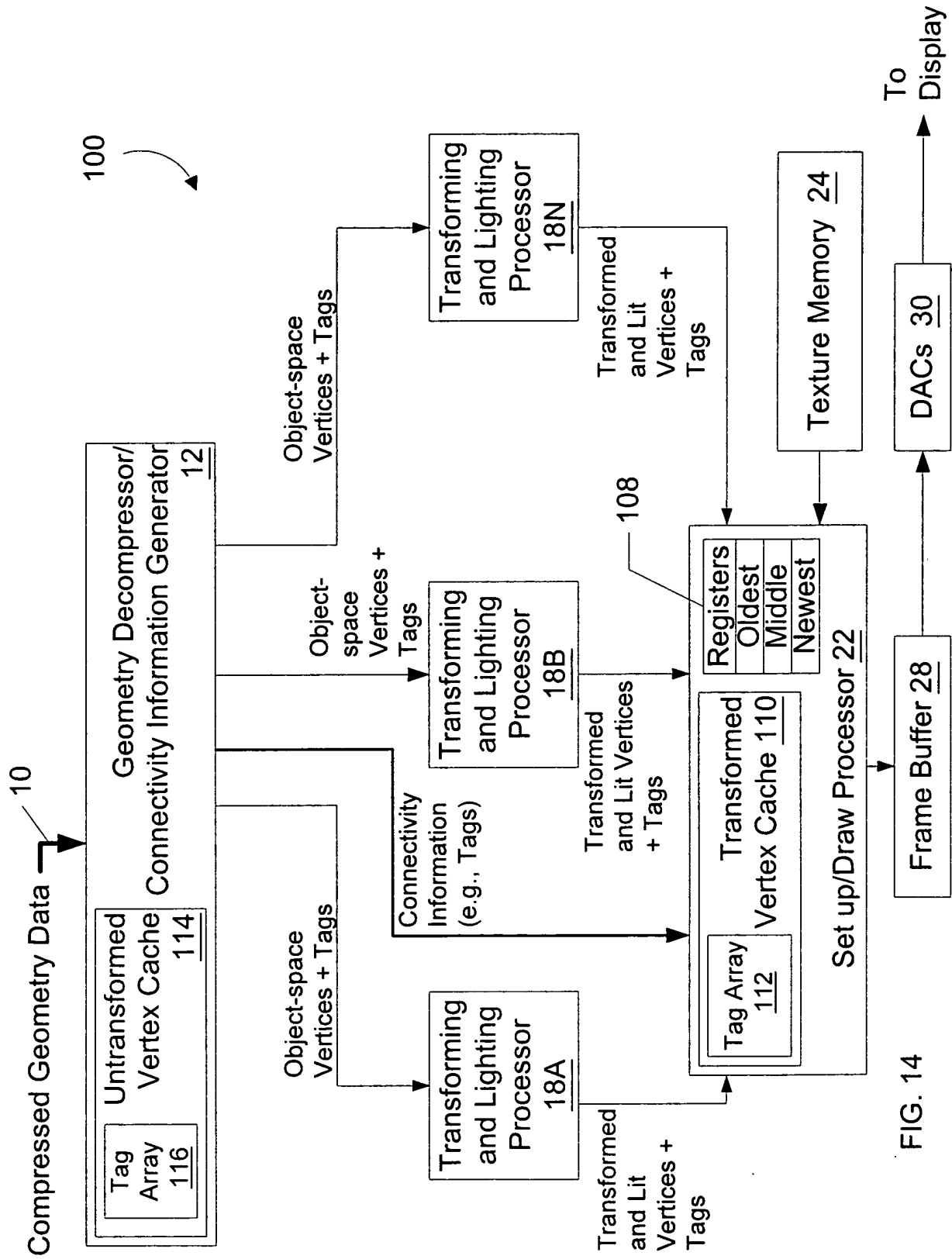
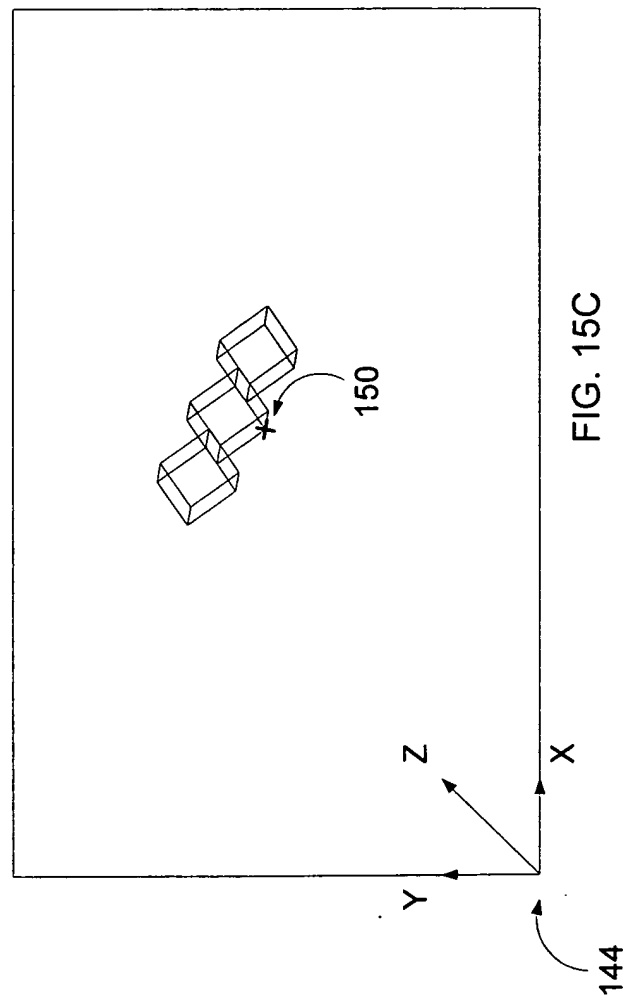
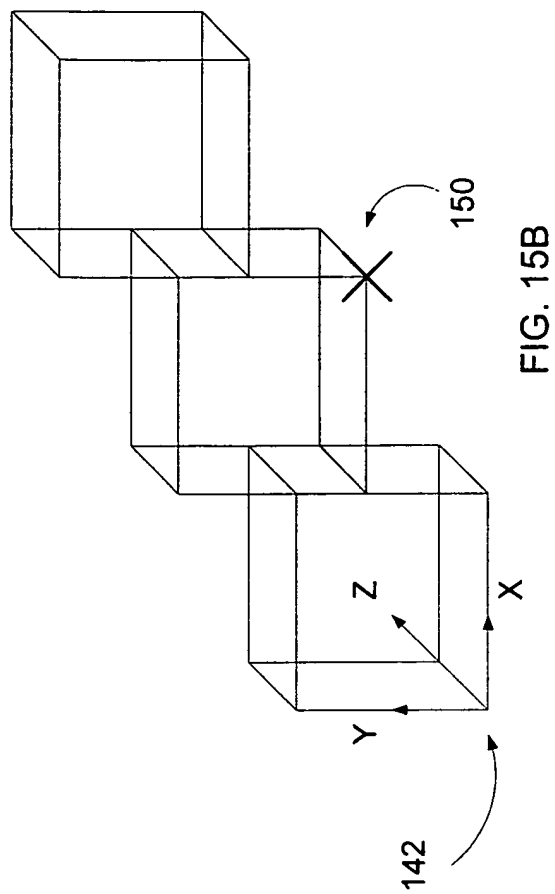
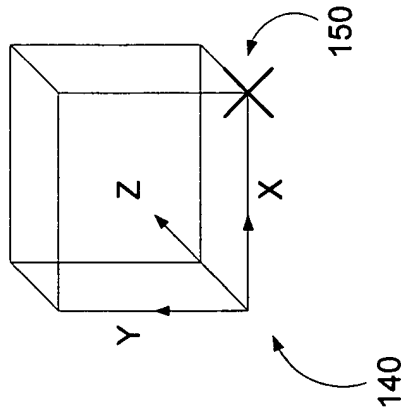


FIG. 14



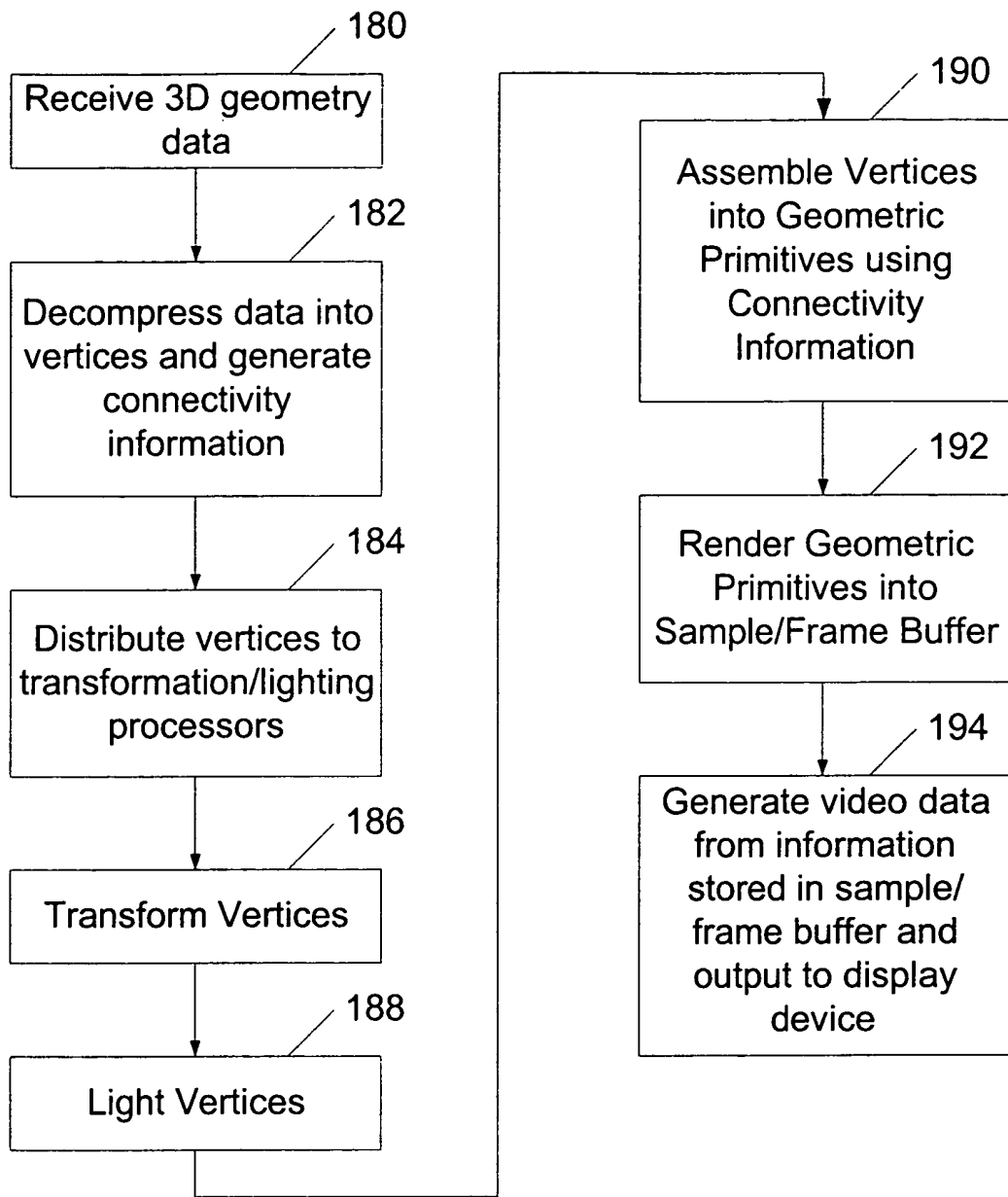


FIG. 16

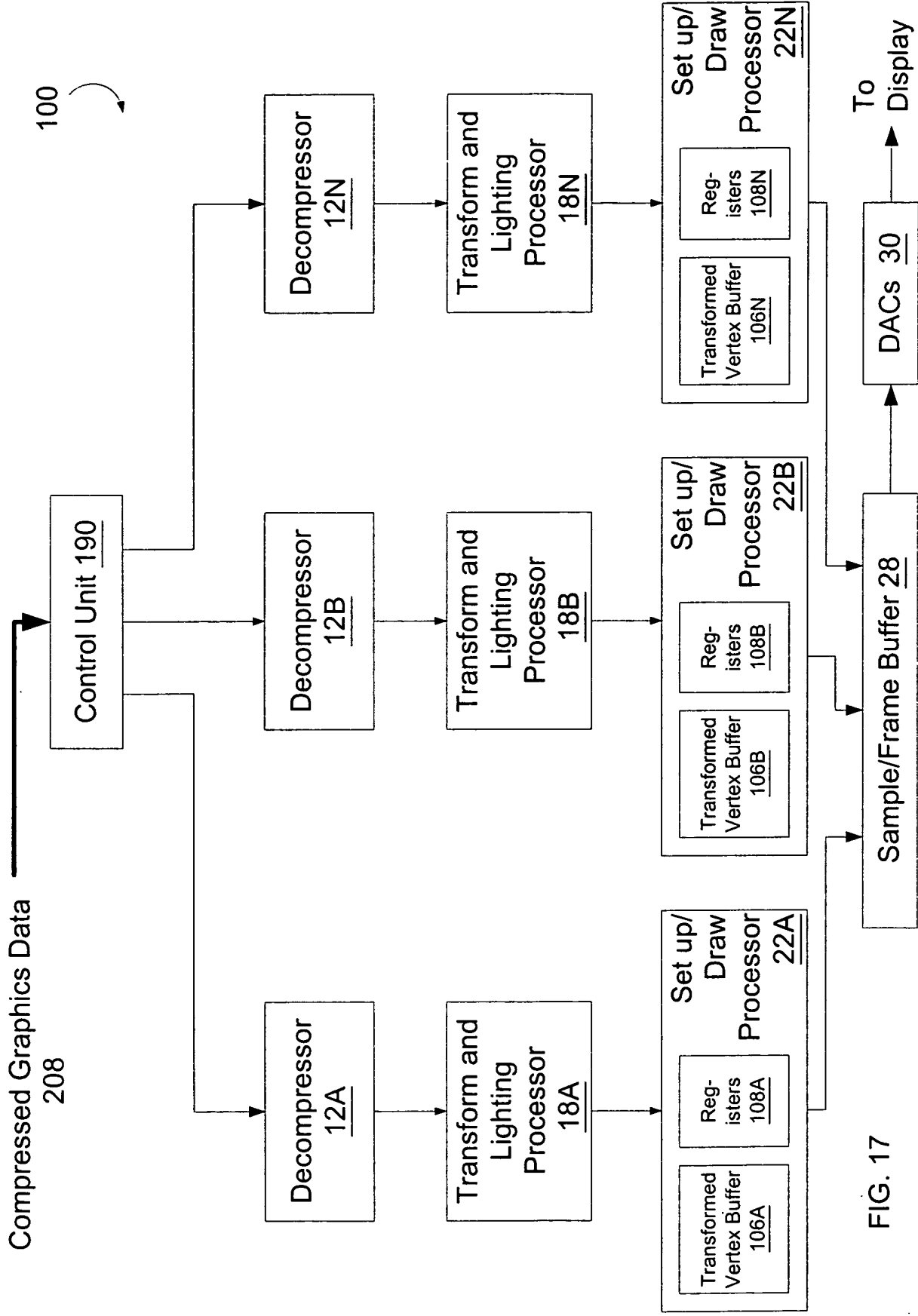


FIG. 17

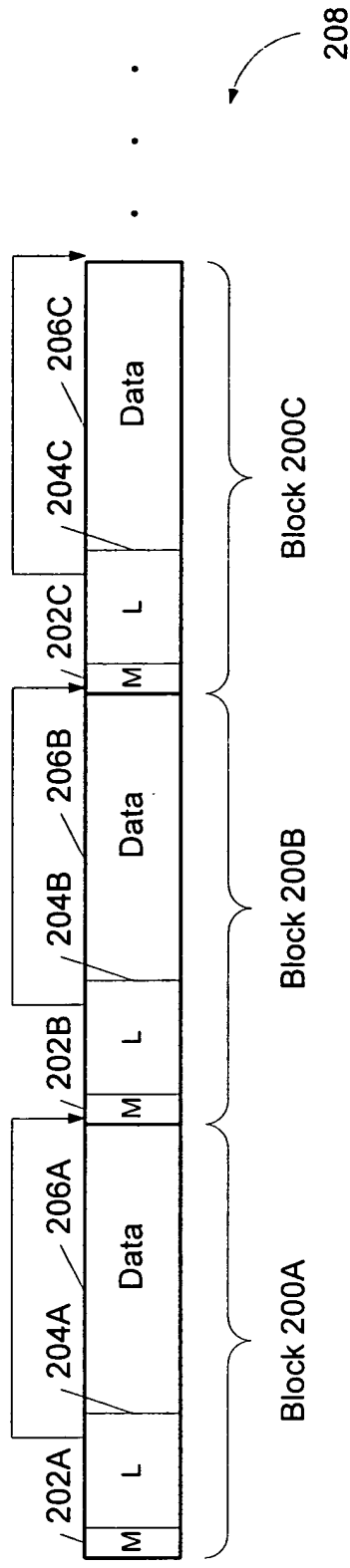


FIG. 18

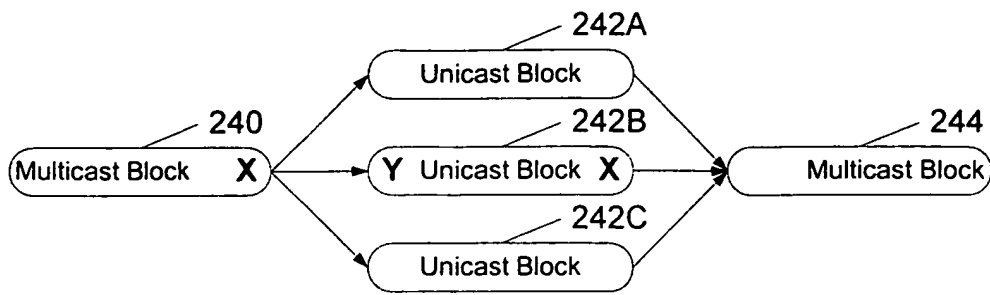


FIG. 19A

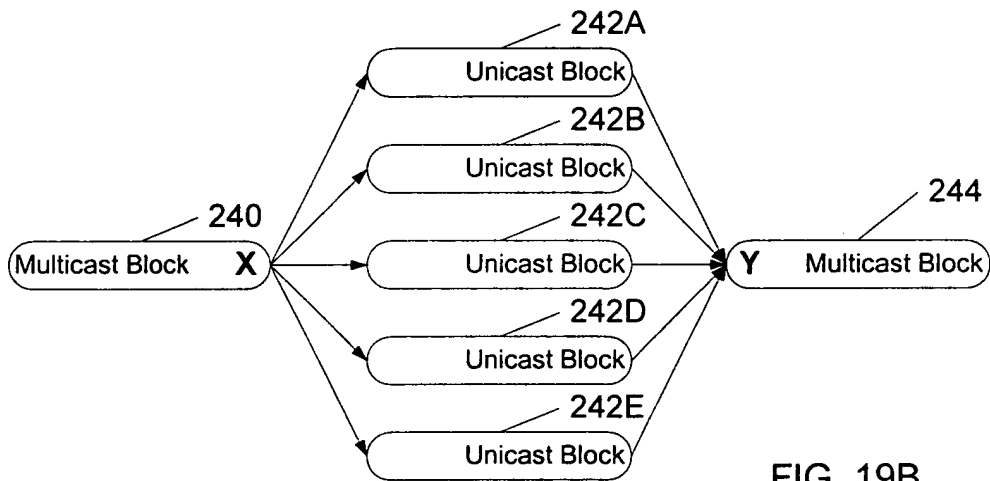


FIG. 19B

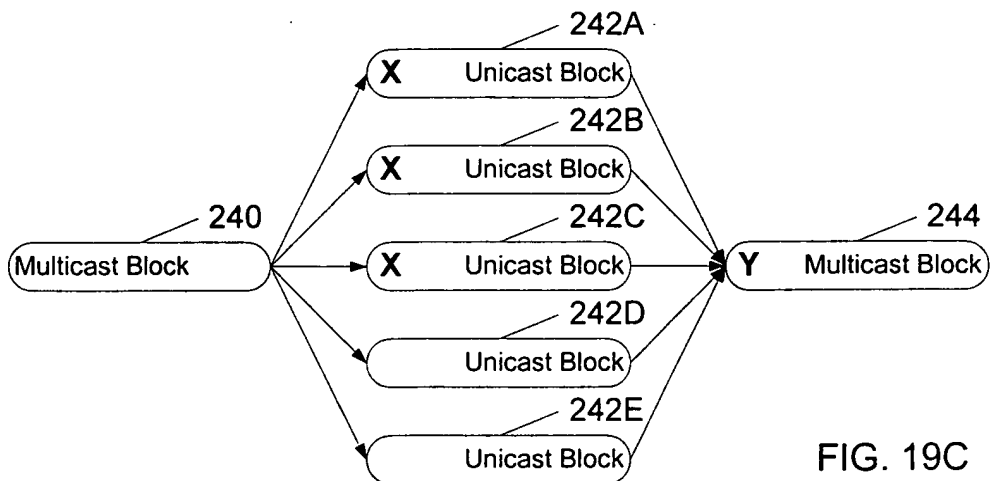


FIG. 19C

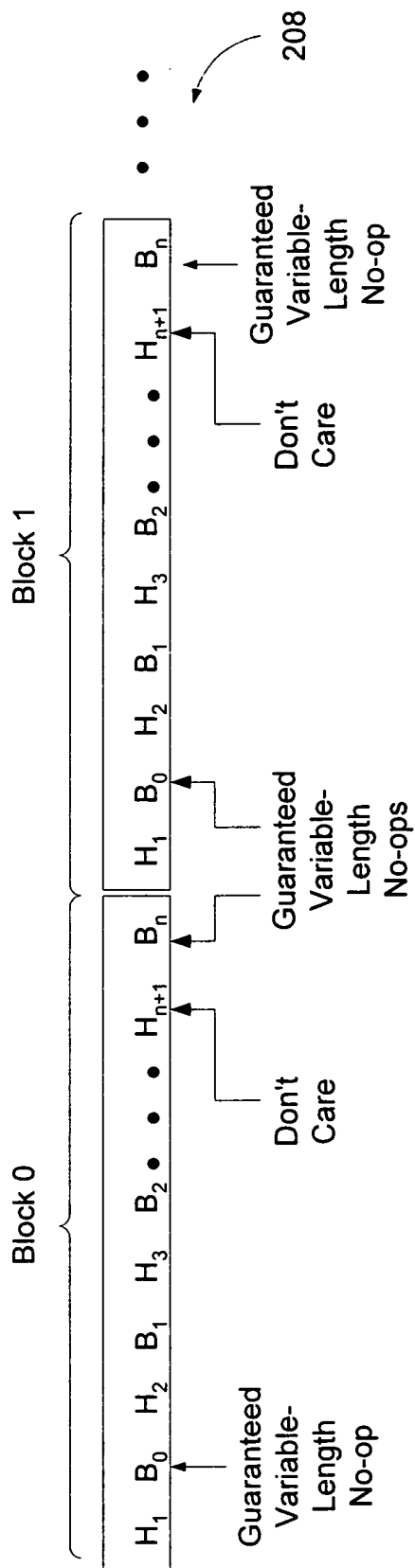


FIG. 20A

